
2011 OFFICIAL RULES

1. Wiffle® bats and balls will be provided for all teams. Only tournament-issued bats and balls can be used during play. Bats and balls cannot be altered in any way.
2. The strike zone is determined by a target approximately 20" wide and 30" high. A pitch that hits the border of or within the target is a called strike.
3. Any combination of two missed swings, called strikes, and/or foul balls is an out. Four balls is a walk. Hit batsmen do not take a base.
4. Three outs per inning. Six innings per game.
5. The batting order must include everyone on the team and remain constant throughout the entire game.
6. Hits are determined by the designated field areas. A ball reaching the ground on or past the singles line is a single, landing on or past the doubles line in the air is a double, hitting the fence in the air is a triple, and landing over the fence is a home run. If a ball comes into contact with a fielder in one designated field area and lands in another (before touching the ground), the hit will be determined by the area that the ball lands in, not where it came into contact with the fielder.
7. There is no base running. "Imaginary runners" only.
8. On a walk, runners advance only when forced. On a hit, all runners advance the same number of bases as the hit.
9. Teams must keep track of their own base runners, counts, line-ups, and scores, and reach decisions together on fair/foul balls and safe/out calls. Tournament staff will be available to settle disputes or answer questions regarding the rules.
10. A ten-run mercy rule will be in effect after each full inning following the third inning.
11. A maximum of three players are allowed in the field during play (including the pitcher). Fielders can be positioned anywhere in fair territory except the area between home plate and the singles line.
12. Fielders are allowed to take one step in from the singles line to field a ground ball. Ground balls must be fielded without any bobbling to be an out, otherwise it is ruled a single. Fly balls can be bobbed, but must be caught before touching the ground or the fence to be an out.
13. On a ground-out and if there is a double play force-out situation, the fielder can attempt to throw and hit the strike zone in the air for a double play. If successful, the batter and runner on first base are out. If unsuccessful, only the batter is out. In both cases, all other runners hold their positions. The fielder must make the attempt immediately upon cleanly fielding the ground ball (i.e., the process must be completed in one continuous motion).
14. On a fly-out and if there is a runner on third base, the batting team can call out "Tag!" while the ball is still in the air. If the catch is made, the fielder can attempt to throw and hit any part of the strike zone or its supports to throw out the runner at home. The throw can also pass through the strike zone's supports to make the out. If the ball hits the zone or passes through the supports, the runner on third base is out, otherwise the runner scores. In both cases, all other runners hold their positions. The fielder must make the attempt immediately upon cleanly catching the fly ball (i.e., the process must be completed in one continuous motion).
15. Pitching and fielding substitutions can be made at any time between at-bats, but not during them. Pitchers cannot be relieved and re-enter the game as a pitcher until the next inning.
16. DIVISION PLAY ONLY: A speed limit of 45 mph will be in effect. If the opposing pitcher is suspected to be throwing too fast, a speed check can be requested. Any pitch clocked over the limit will be considered a ball.
17. DIVISION PLAY ONLY: Both teams will start each extra inning with the bases loaded.
18. Following the completion of division play, any ties in the standings will be broken in the following order:
 - a. Head-to-head record
 - b. Overall run differential
 - c. Most runs scored
 - d. Least runs allowed